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**1**   Feature-based light field morphing      100%
Zhunping Zhang , Lifeng Wang , Baining Guo , Heung-Yeung Shum
**ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques** July 2002
Volume 21 Issue 3
We present a feature-based technique for morphing 3D objects represented by light fields. Our technique enables morphing of image-based objects whose geometry and surface properties are too difficult to model with traditional vision and graphics techniques. Light field morphing is not based on 3D reconstruction; instead it relies on *ray correspondence,* i.e., the correspondence between rays of the source and target light fields. We address two main issues in light field morphing: feature s ...

**2**   View interpolation for image synthesis      94%
Shenchang Eric Chen , Lance Williams
**Proceedings of the 20th annual conference on Computer graphics and interactive techniques** September 1993

**3**   The out of box experience: lessons learned creating compelling VRML 2.0 content      93%
Sam Chen , Rob Myers , Rick Pasetto
**Proceedings of the second symposium on Virtual reality modeling language** February 1997

**4** IRIS performer: a high performance multiprocessing toolkit for real-time 3D graphics    89%
John Rohlf , James Helman
**Proceedings of the 21st annual conference on Computer graphics and interactive techniques** July 1994
This paper describes the design and implementation of IRIS Performer, a toolkit for visual simulation, virtual reality, and other real-time 3D graphics applications. The principal design goal is to allow application developers to more easily obtain maximal performance from 3D graphics workstations which feature multiple CPUs and support an immediate-mode rendering library. To this end, the toolkit combines a low-level library for high-performance rendering with a high-level library that imp ...

**5** Expressive expression mapping with ratio images    88%
Zicheng Liu , Ying Shan , Zhengyou Zhang
**Proceedings of the 28th annual conference on Computer graphics and interactive techniques** August 2001

Facial expressions exhibit not only facial feature motions, but also subtle changes in illumination and appearance (e.g., facial creases and wrinkles). These details are important visual cues, but they are difficult to synthesize. Traditional expression mapping techniques consider feature motions while the details in illumination changes are ignored. In this paper, we present a novel technique for facial expression mapping. We capture the illumination change of one person's expression in what ...

**6** Ray Tracing as a tool for visualization of pathogen spread in natural forest stands    88%
J. A. Hoskins , W. D. Hoskins
**Proceedings of the 1995 ACM symposium on Applied computing** February 1995

**7** The automatic extraction of words from texts especially for input into information retrieval systems based on inverted files    87%
Kevin P. Jones , Colin L. M. Bell
**Proceedings of the 7th annual international ACM SIGIR conference on Research and development in information retrieval** July 1984
The automatic extraction of words from texts to form the input for information retrieval systems based on inverted files is partly considered on a theoretical basis, and partly in relation to experience gained from developing what has become an operational system. This system was developed to operate on abstracted texts, but is being modified to handle more extended texts either for input into an inverted file or as a stage in creating pre-coordinate indexes. The system is capable of handling co ...

**8** Image-based modeling and photo editing    87%
Byong Mok Oh , Max Chen , Julie Dorsey , Frédo Durand
**Proceedings of the 28th annual conference on Computer graphics and interactive techniques** August 2001

We present an image-based modeling and editing system that takes a single photo as input. We represent a scene as a layered collection of depth images, where each pixel encodes both color and depth. Starting from an input image, we employ a suite of user-assisted techniques, based on a painting metaphor, to assign depths and extract layers. We introduce two specific editing

operations. The first, a &ldquo;clone brushing tool,&rdquo; permits the distortion-free copying of parts of a picture, b ...

**9**   <u>Visualization of complex models using dynamic texture-based simplification</u>     85%
Daniel G. Aliaga
**Proceedings of the conference on Visualization '96** October 1996

**10**   <u>Image-based rendering: A new interface between computer vision and computer graphics</u>     85%
Leonard McMillan , Steven Gortler
**ACM SIGGRAPH Computer Graphics** November 1999
Volume 33 Issue 4

**11**   <u>Video textures</u>     85%
Arno Schödl , Richard Szeliski , David H. Salesin , Irfan Essa
**Proceedings of the 27th annual conference on Computer graphics and interactive techniques** July 2000
This paper introduces a new type of medium, called a video texture, which has qualities somewhere between those of a photograph and a video. A video texture provides a continuous infinitely varying stream of images. While the individual frames of a video texture may be repeated from time to time, the video sequence as a whole is never repeated exactly. Video textures can be used in place of digital photos to infuse a static image with dynamic qualities and explicit actions. ...

**12**   <u>Feature-based volume metamorphosis</u>     84%
Apostolos Lerios , Chase D. Garfinkle , Marc Levoy
**Proceedings of the 22nd annual conference on Computer graphics and interactive techniques** September 1995

**13**   <u>Session A: Computer graphics: Implementation and applications of the distortion operator</u>     83%
Shaun Bangay
**Proceedings of the 1st international conference on Computer graphics, virtual reality and visualisation** November 2001
The distortion operator transforms 2D images in a manner similar to image warping or morphing, allowing source pixels to be mapped to any destination pixel. This operator can be implemented on current hardware, allowing at least one distortion per frame at interactive frame rates. Potential applications are numerous, but those described include re-mapping images for correct projection onto curved screens, correcting camera distortion from multiple sources simultaneously, and allowing constant ti ...

**14**   <u>A morphable model for the synthesis of 3D faces</u>     83%
Volker Blanz , Thomas Vetter
**Proceedings of the 26th annual conference on Computer graphics and interactive techniques** July 1999

**15**   <u>Virtualized reality: constructing time-varying virtual worlds from real world events</u>     83%

Peter Rander , P. J. Narayanan , Takeo Kanade
**Proceedings of the conference on Visualization '97** October 1997

**16** Columns: Professional chapters: professional chapters wrap-up; interview with Mitch Butler          83%
Scott Lang
**ACM SIGGRAPH Computer Graphics** February 1999
Volume 33 Issue 1

**17** Digital literacy: visual communication and computer images          83%
Paul Martin Lester
**ACM SIGGRAPH Computer Graphics** November 1995
Volume 29 Issue 4

**18** Rendering + modeling + animation + postprocessing = computer graphics          82%
Rosalee Wolfe , John L. Lowther , Ching-Kuang Shene
**ACM SIGGRAPH Computer Graphics** November 2000
Volume 34 Issue 4
Nowadays, students coming into a computer graphics course have seen movies that have
fantastic graphics effects (e.g., *Toy Story, A Bug's Life* and the *Star War* series). These students
have also acquired a certain level of graphics knowledge by playing games and reading popular
magazines. Their expectations are certainly high for their first graphics course. Moreover, many
deep and powerful theories were developed during the past decade. Either because these topics
are too new or be ...

**19** Artistic screening          82%
Victor Ostromoukhov , Roger D. Hersch
**Proceedings of the 22nd annual conference on Computer graphics and interactive
techniques** September 1995

**20** World Wide Web: Contextualized preview of image map links          82%
Wallace Chigona , Thomas Strothotte
**Proceedings of the thirteenth conference on Hypertext and hypermedia** June 2002
Previewing links in hypertext navigation helps reduce the cognitive overhead associated with
deciding whether or not to follow a link. In this paper we introduce a new concept called
Dual-Use of Image Space (DUIS) and we show how it is used provide preview information of
image map links. In DUIS the pixels in the image space are used both as shading information as
well as characters which can be read. This concept provides a mechanism for placing the text
information related to images in context ...

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